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## Welcome to Return to Castle Wolfenstein

1943. World War II is raging across Europe. The Third Reich will embark on any plan that will help them win the war, and this includes going far beyond conventional warfare.

Return to Castle Wolfenstein can be experienced in two very different ways-Single Player and Multiplayer.

In single player you are U.S. Army Ranger B.J. Blazkowicz. The Office of Secret Actions has assigned you to investigate strange rumours of occult activity and genetic engineering. You are about to embark on a journey deep into the heart of the Third Reich to battle the most horrific creatures ever unleashed. You must face zombies brought back from the dead through dark magic and destroy mutants created through twisted science. All the while there'll be legions of Nazi soldiers battling to win the war.

In multiplayer, join the blitzkrieg in an Axis vs. Allies online world war. It's critical your team of soldiers, medics, engineers and lieutenants move like a well-oiled war machine. How well you work together when you're under the gun of an impossible mission and intense opposition will determine your ultimate success - or failure.

Thank you for purchasing  
Return to Castle Wolfenstein.



**Wolfenstein Lore** Silas Warner's classic Apple II game, Castle Wolfenstein, was released in 1983. The game was far from a 3D shooter, requiring more stealth than gunplay. The player's mission was to infiltrate Nazi headquarters in disguise, plant a bomb outside the door to Hitler's bunker, and make it out before the bomb exploded.

## Installing

Insert the Return to Castle Wolfenstein (RtCW) CD-ROM into your CD-ROM drive. After a few seconds, the Splash screen will appear on your monitor. Click Install to begin the installation process. Follow the on-screen instructions.

If the Splash screen does not appear, you may have Autorun disabled. Double-click on the My Computer icon on your desktop. Open the CD-ROM drive with RtCW in it. Double-click on Setup.exe to launch the Start screen. See the Help files if you need more information.

## Enter CD-Key

To install the game, you must have a valid CD-Key. Your unique CD-Key is affixed to the jewel case that came with your game. During installation, please enter the key exactly as it appears on the jewel case. Keep your copy of the CD-Key safe and private in case you need to reinstall the game at a later point.

Players with invalid CD-Keys will not be permitted to join a multiplayer game.

Never give your CD-Key to anyone. If you lose your CD-Key, you will not be issued another one.

## Latest Information

The latest information about the game is in the Readme file on the game disc. Select Readme from the Start screen to view this information. If you have problems installing or playing the game, you can also find help in the Help files section of the Start screen.



## Tips & Tactics

Check in at [www.castlewolfenstein.com](http://www.castlewolfenstein.com) for updates.



## Single Player

You are B.J. Blazkowicz on a desperate mission behind enemy lines. Use your wits, agility, and firepower to defeat the enemies awaiting you. There are times for stealth and there are times for all out firepower. Half the battle is figuring out which works best.

To begin a single player game, select Single Player from the Start screen or Play Wolfenstein Single Player from the Programs/Return to Castle Wolfenstein Start Menu.

## Main Menu

All the options required for getting into the game, customising your controls, and setting up the game to run best on your system are available at the bottom of the main menu.

Play:	Start a new game
Load Game:	Load a previously saved game
Options:	Change the game settings
Multiplayer:	Switch to Multiplayer
Credits:	People who made the game
Quit:	Exit to Windows.

## The Briefing

Each map will begin with a mission Briefing from the OSA (Office of Secret Actions). Briefings provide information about your mission and your mission objectives. You must complete all the objectives before proceeding to the next mission. To review your briefing and objectives during the mission, open Notebook by pressing (N).



**Wolfenstein Lore** At one point during development Wolfenstein 3D had dragging bodies, silent attacks, and exchanging uniforms. After play testing, id decided to significantly simplify the game controls to create an easier to play fast-paced action game.

## In-Game Display

RtCW has several features that aren't found in many other games. For example, stamina plays a big role in how fast you can move. The hint icons clue you in when something can be interacted with (broken, moved, used, and more).



1. **Health:** The amount of damage you can take. The maximum is 100. As you are shot or injured, this number decreases. If the number reaches 0, you die. Picking up health packs and food increases your health.
2. **Protection:** Helmets and other pieces of protection (i.e., flakjackets) can be found throughout the game. The maximum is 100. When you take damage, some of the impact is absorbed by the protection you wear.
3. **Hint Icon:** An icon in the middle of the screen indicates you can interact with an object in the scene. See the Hint Icon section for details.
4. **Notebook:** The Notebook icon appears when your notebook is updated. When you see this icon, be sure to read your Notebook (N).



**Tips & Tactics** When faced with a First Aid kit and a Meal in the same room - choose carefully. The Meal will leave leftovers if you don't need it all. The Kit, however, is all or nothing.



5. **Clip Ammo:** The amount of ammo in your current weapon. Reload (R) to fill the clip or magazine.
6. **Current Weapon:** An image of the currently selected weapon.
7. **Reserve Ammo:** The amount of additional ammo you are carrying. Reloading depletes your reserve.
8. **Inventory Item:** Press Use Item (I) to activate the currently selected inventory item.
9. **Crosshair:** The crosshair indicates where you are aiming your weapon.
10. **Stamina Bar:** Stamina is displayed as a green bar. As you sprint or jump, Stamina decreases.

## Movement

In RtcW you can run in with guns blazing, use stealth, or a combination of the two. Sprint for a quick burst of speed, lean around corners to get the lay of the land, walk to move silently, and kick to quickly open doors.

### WALKING AND RUNNING

By default, you will always run. Use **CAPS LOCK** to toggle between run and walk. **Though walking is slower than running, walking allows you to move silently and open doors silently.** You can change the default Always Run setting in the Options menu.

The default movement keys are:

W or ↑	Move Forward
S or ↓	Move Backwards
A	Step Left
D	Step Right
Cap Locks	Walking & Running
X or G	Kicking
Shift	Sprinting
Space	Jumping
C	Crouching
Q or E	Lean

## KICKING

Kick by pressing the **X** or **G** keys. Kicking can be used as a melee attack or to open doors at double speed. Guards are more likely to hear when you use Kick to open a door.

## SPRINTING/JUMPING/CROUCHING

Sometimes you need an extra burst of speed. Hold down the Sprint key, (**SHIFT**), while running for maximum speed. The Stamina Bar shows how much energy you have for sprinting. Stamina regenerates over time.

Jump by pressing (**SPACE**). Jump to dodge enemy fire and reach areas otherwise inaccessible.

Press (**C**) to duck down. Crouch to take cover or to crawl into low-lying windows or vents.

## LEANING

One of the most important skills to master is Leaning. Lean to look around a corner without danger of being spotted by the enemy.

To lean, move to the edge of a corner and press the left (**Q**) or right (**E**) Lean key. You cannot use a weapon while leaning.

## SWIMMING

To swim, point yourself in the direction you want to go using your mouse, and then use the walking controls to swim.

Remember to breathe. If you stay underwater too long, you'll drown.

Weapons will not fire when submerged under water. Be careful when swimming because enemies outside the water can shoot at you.

## USING THE MOUSE

Your mouse allows you to look around and aim. Use the left mouse button to fire. Move your mouse around to examine what's around you.



**Wolfenstein Lore** The four man id team worked six months to develop Wolf 3D, finishing it from an apartment in Mesquite, Texas in 1992.



**Tips & Tactics** You can lean by using the specific lean keys, or you can press Activate (F or ENTER) while pressing either Step Left (A) or Step Right (D).



## STEALTH AND TAKING COVER

To successfully complete your missions, you have to employ stealth tactics. Going into every situation with more guns than brains will leave you dead on the floor (and out of ammo, too!). Some situations require waiting for the right moment to sneak up behind an enemy or to sneak past unobserved. Some missions are entirely dependent on not being spotted.

You will be equipped with a variety of weapons. Most are loud and will assuredly give away your position. Some weapons are silent and allow you to strike quietly from the shadows. There is always a trade-off so evaluate what's best in each situation.

Kicking in doors (**X** or **G** keys) allows you to open doors quickly, but it is loud and will likely draw a lot of attention. You can also open most doors slowly and silently by holding down the walk key (**Cape lock**) while opening the door. Both methods have their proper time and place.

Taking Cover will help you stay alive. Use Crouch (**C**) to hide behind objects and lean (**Q** or **E**) to peer around them. Listen for the enemy to reload their weapon. When they do, they are vulnerable. Of course, when you reload, you're vulnerable too, so watch the ammo counter.



### ALARMS

When an alarm is sounding the enemy will be ready for you. You can turn off alarm sirens from any nearby Alarm box by using the Activate key (**F** or **ENTER**) or by simply destroying the box.



**Wolfenstein Lore** Prior to developing Wolfenstein 3D, id software created two 16 colour 3d games, Hovortank and Catacomb Abyss. Catacomb Abyss is one of the first ever first-person shooters and uses a technology similar to that used for Wolfenstein 3D.

## PICKING UP ITEMS

Weapons, ammo, treasure, and many other items can be found along the way. Pick them up by walking on them, or by getting near them and pressing the Activate key (**F** or **ENTER**). If you can't pick up the item, you're either unable to use it (such as ammo for a gun you don't have) or don't need it (such as a health pack when you're at 100%).

## Weapons

### PERSONAL WEAPONS

The further you progress into your mission, the more lethal the weapons you'll find. Of course, the resistance will also be more deadly. Select weapons by using the number keys (**1-0**). The Next (**]**) and Previous (**[**) Weapon keys or mouse wheel cycle through the weapons.

- 1 - Knife
- 2 - Pistols
- 3 - SubMachine Guns
- 4 - Rifles
- 5 - Assault Rifle
- 6 - Grenades
- 7 - Rockets
- 8 - Venom
- 9 - Flamethrower
- 0 - Tesla



Hit the weapon key repeatedly to cycle through weapons of the same class. A list of available weapons will appear on the top-right of your screen while selecting. Your choice will appear in the lower-right along with the ammo count. You can't select a weapon that doesn't have ammo available.



### Tips & Tactics

The flamethrower is very effective against zombies.



### FIRING/USING THE CURRENT WEAPON

Press the (left mouse button) or hit (CTRL) to fire the currently selected weapon. Hold (CTRL) down to create a burst of gunfire for weapons that offer a repeating fire mode (like machine guns).

Some weapons overheat if fired continuously. Watch for a red bar near the weapon icon. Overheated weapons need to cool down before they can be fired again.

Your Crosshair indicates where you're aiming. As you move or repeat fire, the crosshair will grow. This means your shots are less accurate. For the most accuracy, stay still, fire in short bursts and crouch when shooting.

Explosives have timers. If you hold your fire button (left mouse button or CTRL) while holding a grenade, you will hear the five second timer tick by. If you're still holding the grenade at the end of five seconds, it will detonate in your hand and likely kill you. However, timing a grenade throw properly is the best way to catch an enemy before they can react.



Dynamite is a time bomb that you can increase the timing on in five second intervals (up to 45 seconds). Very useful for setting traps or clearing a path

### AMMO AND RELOADING

Most weapons require ammunition. Check the amount of ammo in the gun's clip or magazine; when it gets low, it will turn yellow and then red. If a gun runs out of ammo, you automatically reload. Be careful - reloading at the wrong time gives the enemy a clear shot. To reload your weapon at any time press the reload (R) key.



#### Tips & Tactics Enemies know to avoid grenades.

Sometimes they will kick them back at you. Make sure you hold the grenade long enough so the enemy does not have the opportunity to kick it back before it explodes.

Pick up more ammo by running over dropped weapons. The Nazis also have a number of storerooms with ammo. Be on the lookout for those.

You can't select a weapon if you are out of ammo. Be mindful, several weapons share the same kind of ammo so using all the ammo of any one type can render multiple weapons useless.

9mm	Luger, MP-40 and Sten
.45 calibre	Colt and Thompson
7.92mm	Mausser and FG42

### ALTERNATE FIRE MODES

Alternate Fire Modes are secondary ways to use some weapons. Hit (Z) to activate the Alternate Fire Mode.

Use the Alternate fire mode on rifles equipped with a scope. Zoom In (=) or Out (-) to adjust the view. Be careful of weapon sway (indicated by the green/orange/red bar on the left).



### MOUNTED WEAPONS

To control a mounted machinegun, move behind it until the Hand icon appears. Press the Activate button (F or ENTER) to mount or dismount. Hold down Fire (left mouse button or CTRL) to shoot. Mounted weapons can also be destroyed so enemies cannot turn them on you.



#### Tips & Tactics Mounted weapons can also be

destroyed. When taking fire, aim for the gunner - or the gun. Sometimes it is good to destroy them - but sometimes you may need them to cover your own retreat.



## The Environment and Inventory

### THE HINT ICONS

Hint icons appear at the bottom centre of the screen. This indicates something in the scene directly in front of you can be used or activated.



The **Hand icon** indicates something you can operate (like a door, emplaced gun or lever) or pick up (like a health pack or weapon). Hit Activate (**F** or **ENTER**) to use or take the object. A Hand icon with a line through it indicates the item is not currently available.



Ladders and other things that can be climbed are identified by a **Ladder icon**. Look up and move forward to climb the ladder. Descend a ladder by backing onto it. Ladder cages help you get down safely.



The **Breakable icon** indicates you can damage or break an object. To break something, damage it by kicking it or using a weapon. A blue bar appears below the breakable icon indicating how much damage is required to break the object. Hidden areas can be found behind breakable paintings and walls.



If your knife is drawn, sneak up behind an enemy to activate the **Backstab icon**. A quick thrust will swiftly dispatch the enemy.



The **Exit hint** shows when you're near the end of a level. A summary will be displayed of your completed mission objectives, secrets found, treasure acquired, how many attempts it took to complete the level, and the time you needed to finish.



**Wolfenstein Lore** According to the original Wolfenstein 3D Hint Book, Captain William Joseph Blazkowicz was born August 15, 1911 to Polish immigrants. He married after WWII to Julia Marie Peterson. Their son, Arthur Kenneth Blazkowicz became a television talk show host in Milwaukee and later changed his last name to Blaz.

## Special Items

The **Hand icon** appears when you can pick something up. If you run over or next to an item, it will be picked up.

If you already have the maximum of a particular item (such as being at full health), you can't pick up more. But you can return to replenish your ammo or health.



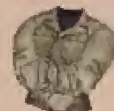
**HEALTH:** Health can be found in a variety of forms. The most common are First Aid Kits, Hot Meals, and Cold Meals.



**WEAPONS:** The majority of the firepower you need to defeat the enemy can be found in the field. Be sure to pick up weapons from fallen enemies.



**AMMO:** Picking up weapons from fallen enemies gives you the weapon and the ammo. If you already have that type of weapon, you will pick up the ammunition.



**ARMOUR:** Helmets and flak jackets can be found to increase your protection from gunfire.



**STAMINA:** Beer Steins and Brandy Glasses are available in some levels. These will immediately add to your total stamina.

### INVENTORY ITEMS

Some items are put into your inventory. Cycle through your inventory using the (,) and (.) keys. To use an inventory object, press (\*).

Inventory Items include Wine Bottles and Books. Drink Wine for Health. Read Books to learn about the plans of your enemies.



**Tips & Tactics** Always try to leave a level at full health, full armour, and full ammo.



### BINOCULARS

Binoculars enable you to find enemies in the distance. Press the Binocular key (**B**) to use them. You can zoom in (**=**) and out (**-**). Remember - you can not fire your weapons when using the binoculars.



### CHAIRS

Chairs can be picked up if you are holding a one-handed weapon. Use chairs to get to hard to reach locations. You can even put a chair on a table. You also get additional protection from gunfire when carrying a chair.

Pick up a chair with the Activate key (**F** or **ENTER**). You toss it down the same way. You can swing a chair to hit someone using Kick (**X** or **G** keys).

### DOORS

Most doorways swing in and can be kicked open quickly. Others lift up when activated but won't open with a kick. Some require a switch to open. You need to find the latch or button to open it. The method to open the door isn't always immediately obvious. **All doors that can be opened will show the Hand icon (see Hint Icons).**

Some doors can't be opened at all. Permanently locked doors will not have Hand icons.

### SECRETS AND TREASURE

The Nazis have hidden hordes of stolen gold and treasure. Look for secret passages, breakable paintings, and hidden rooms. When you finish a level, you will find out if you discovered all of the goodies. Go back and look for ones you missed.



**Wolfenstein Lore** A morse code message is hidden in a song played for Wolfenstein 3D's third episode. The message reads: "To Big Bad Wolf. De Little Red Riding Hood. Eliminate Hitler. Imperative. Complete Mission Within 24 Hours. Out."

## Notebook, Clipboards and Letters

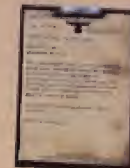
### NOTEBOOK

Your Notebook (**N**) contains current objectives and mission information. Refer to it to find out what to do next. An icon appears when your Notebook is updated.



### CLIPBOARDS AND LETTERS

The Hand Icon will appear in front of clipboards and letters you can read. Hit Activate (**F** or **ENTER**) to read one and again to put it back. Story and other information can be found in these documents.



## The Opposition

You will face fierce resistance in your attempt to complete mission objectives. The enemies range in difficulty and intelligence.

### SOLDIERS

The most common enemies are soldiers of the Third Reich. They range from infantry to officers and even more powerful soldiers. Watch their tactics to learn how to anticipate their actions.



### UNDEAD

As if the Nazis weren't monstrous enough, you will face zombies from beyond the grave. These undead creatures are relentless in their pursuit of flesh. They will attack you and Nazi soldiers equally.



**Tips & Tactics** Unarmed zombies will reanimate after they appear dead. Be careful not to turn your back on them. If you destroy their bodies, they won't be able to get back up.





### X CREATURES

Attempting to create stronger soldiers, the Nazis created horrible monsters. The early attempts, accidents, and mutated beasts are all kept locked within well-fortified bases. Break in and destroy them to stop the Nazis from creating more.



### CIVILIANS

**Killing a civilian is absolutely forbidden by the OSA.** Doing so is an immediate mission failure. If you see a red crosshair over a character, they are considered a civilian.

## Other Information

### CUT SCENES

We recommend you watch the cut scenes to learn more about your missions. You can skip cut scenes by hitting the **(ESC)** key.

### IN-GAME MENU

When playing, hit **(ZSO)** to pause the game and reveal the in-game menu. From this menu, change various settings and save or load a game.

### SAVE/LOAD GAME

You can save your game at any time. Your game is also autosaved when entering a new level. To save or load a game press **ESC** to pause the game and reveal the in-game menu. To load an autosaved game or cutscene, click the **Savagames/Autosave** toggle button in the Save game menu. You can also avoid the menus by using **RtCM** hotkeys. To Quick Save press **(F5)**. To Quick Load your last saved game press **(F9)**.



**Tips & Tactics** Zombies with shields can ricochet bullets back at you. Watch out! Your melee attacks (kick and knife) can help you avoid this.

### CONTROLS

Located under the Options menu, the Controls menu allows you to modify the default keyboard and game settings.

To assign a new Key or Mouse Button to a command, go to the Controls menu and click on the key listed next to the command. The entry will flash Red. Hit the new key you would like to assign to the command. Two keys can be assigned to each command.

Most of the controls are self-explanatory. See the Help files for a complete breakdown. The following is a list of special commands:

#### Look Menu

**Free Look:** Set this to On to use your mouse to look up and down and side to side. By default this is On.

#### Move Menu

**Always Run:** Yes indicates you will normally run. No specifies a walk. The Walk/Run command toggles between walk and run.

#### Shoot Menu

**Switch to Alternate:** This command activates the alternate fire mode of the current weapon. See the Alternate Fire Mode for more information.

**Autoswitch:** This sets the conditions for automatically switching to a picked up weapon.



**Tips & Tactics** Save your game often!



#### Advanced Shoot Menu

**Cycle All Weapons:** When set to Yes, the weapon cycle keys ([/] or the **Mouse Wheel**) will display each weapon you have including multiple weapons of the same class. If No, you will only see one weapon per group when cycling. For example, if you have two machine guns, only the last used will be displayed when cycling.

**Use Weapon Cycling for Zoom:** You can bind the Weapon Cycle keys to Zoom in and out when you are using a weapons scope. No disables this feature.

#### Misc Menu

**Auto Item Pick Up:** When set to Yes, you automatically pick up any items you run over or bump into. Set to No to disable.

**Invert Mouse:** This command will reverse the Y-axis of the mouse.

**Smooth Mouse:** If you are having trouble moving and looking with your mouse, try setting this option on.

**Sensitivity:** This sets the responsiveness of the mouse. Lower is less responsive.

#### Options and Machine Settings

RtCW offers a number of performance options and will automatically determine Recommended settings for your machine. See the online help for more information. Generally, the faster your computer and more memory you have, the greater the screen resolution and texture size you can display. If you find your frame rate to be unacceptable, please see the online help.



**Tips & Tactics** You will acquire two Colts. You can wield both in Alternate fire by pressing Alt Fire (2). When firing both they are one of the most accurate and deadly weapons for close range attacks at your disposal. Press Alt Fire (2) to toggle back to single Colt.

## Multiplayer

### Description

The multiplayer component of Return to Castle Wolfenstein is a team-based game that pits an Axis team against an Allied team in one of three gameplay modes: **Objective**, **Stopwatch**, or **Checkpoint**. Not all of the play modes are available on all of the maps. You play as a member of the Axis or Allied team, as one of four classes.



**Objective (wolf MP)** is the default multiplayer mode. In this mode, the Axis and Allied teams will each have one or more objectives to accomplish within a time limit. The first team to accomplish all of its objectives wins.

**Stopwatch (wolf SW)** mode is similar to Objective mode but with a twist—after every round, the teams will switch sides and will have to beat the other team's time from the previous round. Note: You cannot change teams in this game mode.

In **Checkpoint (wolf CP)** mode, the teams battle for control of checkpoint flags in several areas on a map. The first team to simultaneously control every checkpoint flag or the team that has the most flags when the time expires, wins.



**Tips & Tactics** Watch your ammo levels. Make sure you reload after every battle so you'll be ready for the next one.



One key difference between RtoCW multiplayer and other games is the notion of **reinforcements**. In RtoCW, you enter a limbo mode and return to the game at various intervals as part of team reinforcements. See the Limbo section for more information.

## Important Differences

There are some important gameplay differences between Return to Castle Wolfenstein single player and multiplayer. In multiplayer some weapons take longer to fire, or have a larger area of effect, or slow down movement when wielding them. You can't carry as much ammo in multiplayer, nor can you carry more than one two-handed weapon at a time. There is no health or ammo placed in the map in multiplayer; you will have to get these from a Medic (health) or Lieutenant (ammo) on your team.

Certain weapons function differently in multiplayer than in single player. For example, some weapons take longer to fire, or have a larger area of effect, or slow your movement down when wielding them. Some of the specific differences between single player and multiplayer:

	Single Player	Multiplayer
Stamina	Used by sprinting and jumping	More is used by sprinting and jumping.
Flamethrower		Run speed is reduced when active.
Panzerfaust	No delay to launch, some delay to reload - but not as much as in multiplayer.	Larger blast-radius, delayed launch, slow to reload. Run speed is reduced when active.
Venom		Run Speed is reduced when active.
Barbed Wire	Doesn't hurt	Hurts a lot.

**Wolfenstein Lore** The inspiration for one the most prominent of RtoCW villains is Dr. Schabbs. In Wolf 3D Schabbs personified the most diabolical of all Nazi endeavours, experiments with people. Instead of equipping him with normal weapons, the diabolical doctor was equipped with hypodermic needles filled with his serum for the undead.

## The Main Menu

Single Player:	Switch to single player
Multiplayer:	Join or Start a multiplayer game
Options:	Change the game settings
Credits:	People who made the game
Quit:	Exit to Windows.

## Finding a Server and Connecting

### OVERVIEW

To play multiplayer, connect to a game server running a game. Anyone can create a server, so there should be many available on the Internet. Servers are the master computers running the game. Some may be on machines that are also being used to play the game while others may be "dedicated" servers that are just hosting for other people.

### CONNECTING TO YOUR ISP

For Internet play, connect to your Internet Service Provider (ISP) before starting multiplayer. If you have a cable modem or DSL access, you may have a persistent connection, so you won't need to do anything special. See your Windows and ISP documentation for information on how to connect to your ISP.

### SETTING YOUR DATA RATE

Once you are online, start Return to Castle Wolfenstein multiplayer, and click on the MULTIPLAYER button in the multiplayer main menu. Next click on MULTIPLAYER SETUP and change your Net Data Rate to the appropriate setting for your computer. **Using the correct net data rate will provide the best performance.**



**Tips & Tactics** The Lieutenant is the only person on the field with binoculars. These can be used not only to call in air strikes, but also to monitor enemy movements. The Lieutenant should use chat in order to advise teammates on what the enemy is doing.





#### JOINING A GAME

To join a game first select MULTIPLAYER to access the server browser. The server browser offers a number of options to help you locate a game. Click on the **Source** button to switch your server browser source from Local to Internet games. The server browser list provides information about each server. Sort the list of servers by selecting the tab above each column in the list. You'll generally experience less performance problems on a server with low ping times.

Press **Refresh** to update your browser with the latest list of servers. To reduce the list being updated you can filter games by game **Type** and **Friendly Fire**.

#### CONNECT TO A SPECIFIC SERVER

To connect to a server double-click on its name, or click once to highlight it and then click on **ACCEPT**.

If you like a particular server, you may want to add it to your favourites list by clicking on **Add Favourite**. You can see your favourites list by clicking on the Source button to change the source to Favourites.

Some servers may require a **password** to connect. To set a password, open the password box and enter the appropriate password.



**Wolfenstein Lore** In Wolfenstein 3D Hitler appears in three guises. The first is a decoy flown around on wires, with a flamethrower mounted in its chest. The third is Adolf in steel motor-assisted battle armour, with four chainguns. If you manage to knock Hitler out of his death armour, he pops out fast and furious firing two machineguns.



**Tips & Tactics** Fire in short bursts. You'll be more accurate and you'll waste fewer bullets.



## Creating a Server

If you want to use your computer as a server, click on MULTIPLAYER from the multiplayer main menu and then click on **CREATE SERVER**. From here you will be able to select the map you want the server to run and several other options.

The options are as follows:

Friendly Fire:	Turns friendly fire on or off on the server.
Dedicated:	No - Start a local server and a local client.  LAN - Start a local area network dedicated server (no local client).  Internet - Start a server that can be seen on the Internet through the master server.
Host Name:	This is the host name displayed in the join server browser.
Enable Voting:	Enables or disables change map voting and player kick voting.
Maximum Players:	Sets the maximum number of players on the server at one time.
Min/Max Ping:	Sets the minimum and maximum ping allowed per player. Setting this to 0 means no limit.
Even Teams:	If set to yes, this will force newly connected clients to join the team with the least number of players.
Synchronous Client:	Used when recording demos.
Max Rate:	Maximum rate that the server will send out information, if 5000, then all clients can't go any higher than 5000 for their rate settings.



**Wolfenstein Lore** Wolfenstein 3D introduced the Grosse family to PC gaming. The twin Nazi bosses Hans and Gretel Grosse packed two chainguns and wore armoured body suits.

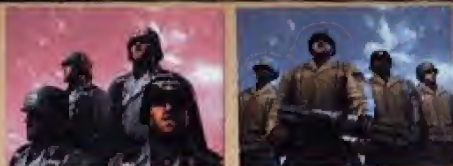
Zombie Time:	Number of seconds before a client is removed from the active players if no data is received.
Reconnect Limit:	In seconds, time before you can try to connect to the server again.
Game Type:	Choose standard Objective multiplayer (MP), Stopwatch Mode (SW), or Checkpoint (CP). Not all modes are available in all maps. The list of available maps for each game type are listed on the left. wolf SW wolf MP wolf CP
Require Password:	Require a client to provide a password to connect to the server.
Password:	Select your password here. Note: Your password is case sensitive.

Advanced provides a menu of additional server options, such as the time limit for the round, axis and allied respawn times, maximum number of lives per player, and others. Please refer to the readme file included on the disc for a full description of these options.



**Tips & Tactics** Soldiers can drop their weapons to pickup better weapons on the field.





## Axis vs. Allies

You play as one of two teams in multiplayer - the Axis or the Allies. You can choose whichever team you would like, and can even switch teams while playing if you wish. However, if you do switch, you will have to wait in limbo for 30 seconds (see below) before actually switching to your new team.

There are two easy ways to distinguish your teammates from your enemies. First, Allied team members all wear tan and green. Axis team members all wear gray and black and are dressed in trench coats.

Second, if you aim at a teammate, you get a status pop-up on them showing their name, class, and health. If you put your crosshair over an enemy, you won't get that information.

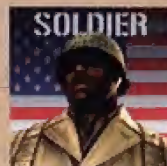


## Character Classes

There are four character classes available in multiplayer—the **Soldier**, the **Engineer**, the **Medic**, and the **Lieutenant**. Each class starts out with a two-handed weapon, a pistol, a knife and grenades. The Soldier gets to choose from any of the two-handed weapons, and the other classes get special equipment as described below.

### SOLDIER

The soldier class is the standard infantry for both sides, and is the only class that can use all of the two-handed weapons, such as the sniper rifle and the Panzerfaust (rocket launcher).



**Tips & Tactics** Medics allow each member on a team to start with +10 health points (to a maximum of 140). This alone makes them important to have. In addition, they can drop First Aid kits and revive fallen comrades.

### ENGINEER

The engineer is the demolition expert, the only class that can use dynamite for destroying objectives and large obstacles. The engineer can also repair damaged M42 emplaced machine guns. Assaulting teams **NEED** to have at least one engineer.



Tool for repairing stationary guns, arming dynamite, and defusing dynamite placed by opposing engineers. These actions take time and you will need to keep the fire button depressed until the action is completed. To select the **tool**, the default key is (5). To arm or diffuse dynamite you must first place your crosshair over the dynamite. A Hint icon will appear. A bar beneath the icon will indicate your progress.



To select the **dynamite**, the default key is (6). Certain obstacles and objectives can only be destroyed by dynamite. **To use the dynamite, you must first place it, and then arm it with your engineer tool.** The engineer tool will automatically come up when you use the dynamite. Dynamite that has been placed but not armed emits a yellow glow. Dynamite that has been armed glows red. Dynamite left unarmed will dissolve.

If an obstacle or objective requires the use of dynamite, you will see a dynamite icon close to your crosshair. If the dynamite you plant can destroy the obstacle or objective, there will be a confirmation message.

### MEDIC

The medic is an extremely important support class, replenishing health for teammates and even reviving fallen comrades on the battlefield to avoid having to reinforce. A medic starts with extra health and the medic's own health regenerates over time. Further, when there is a medic on a team, all players on that team spawn in with 10 extra health points. Medics can drop health packs for other players. There is a power bar on the right side of the HUD indicating if you can drop packs.



**Tips & Tactics** Depending on the terrain, it is often very difficult to arm or diffuse dynamite. To get the best access to the timer, **CROUCH** over the dynamite and point your crosshair at the timer.





Drop **health pack**. The default key is (6) to select health packs. Press fire to drop one.



The **syringe** is used to revive fallen players. The default key is (5) to select the syringe. Stand over a fallen teammate, and press fire to revive.



Fallen teammates that can be revived are marked with this icon. Only medics can see this icon.



#### LIEUTENANT

The Lieutenant provides ammo for teammates and carries a long-range radio for calling in air strikes and artillery bombardments. All lieutenant special abilities draw from the power bar, located in the lower right hand corner of the HUD.



The lieutenant can generate ammo packs, drawing from his power bar. The default key to select ammo packs is (6). Press fire to drop one.



A Lieutenant can request an **airstrike** by marking a target with a smoke grenade. Airstrikes can only be called if the power bar is at least half full. To call an airstrike select the smoke grenade by pressing (5). Press fire to throw. Airstrikes are aborted if the target cannot be acquired, (i.e. if it is indoors.) The status of the airstrike will be radioed to you.



A Lieutenant can request an **artillery** attack by identifying a target through binoculars. Press B to select the binoculars and fire to request the attack. A smoke round will mark the position, followed by a ten-second artillery barrage. This can only be called when the power bar is full. Artillery attacks are aborted if the target cannot be acquired, (i.e. if it is indoors.) The status of the attack will be radioed to you.



**Tips & Tactics** If a player on the ground drops their gun, they've gone into limbo and can no longer be revived by a Medic.

## The HUD



#### OBJECTIVE INFO

The Objective Information shows the time remaining in the match as well as team flags for quick reference on which team controls the map's objectives. More Objective Information is available through the Scores menu, which is brought up by hitting **TAB**.

#### TEAM OVERLAY

The Team Overlay shows the name, location, current health, and class of all your teammates. Set the team overlay short/long/off from the Options menu.

- 1) Off - No team overlay
- 2) Short - Name and health of teammates
- 3) Long - Name, location, and health of teammates

#### STAMINA BAR

The Stamina Bar shows how much stamina you have for sprinting and jumping. Stamina regenerates over time. Jumping reduces stamina, though you can still jump once your stamina is depleted.



**Tips & Tactics** If you're carrying one of the heavy weapons, you can switch to a knife or pistol to walk faster.



## HEALTH

This displays your current Health.

## MAX LIVES

Shows the number of lives remaining. This indicator is only present if you are playing on a server that is using the max lives setting. If it is not present, there is no limit to the number of lives you have.

## COMPASS

The Compass helps you navigate maps and find teammates. When a teammate makes a request, icons appear on the rim of the compass to help lead you to their location. A corresponding icon also appears above the requesting player's head. The size of the icon lets you know how near or far the requesting player is from you. You can turn the Compass on or off from the Options menu.

## WEAPON INFO

In the lower right-hand corner, the HUD displays your Weapon Information, including an icon representing your current weapon, your current ammo clip, and your reserve ammo.

## POWER BAR

The Power Bar shows how much power you have. All special class abilities and some weapons draw on the power bar. The Power Bar slowly recharges after use.



**Wolfenstein Lore** The turkey dinners found in RTOW are just one of many nods back to the original shooter classic. Two meals missing off the RTOW buffet is dog food and gibs. In Wolf 3D the ever-resourceful hero could stomach anything if his health was low enough.

## Objectives

The Objectives for the game will vary depending on the map you are playing, the gameplay type selected, and the team you choose to play. If you ever forget the Objectives, you can look at them again in the Limbo menu by clicking on the OBJECTIVES tab.



When players capture the **objective items** on a map, such as the War Documents in Beach, the carrier is marked with an exclamation point icon above their head. When the special item carrier is killed, they drop the special item where they die. The offensive team can then pick the item up again, or the defensive team can return the special item to its original position simply by running over it. If no one picks the item up, it will eventually return to its original position by itself. You are notified on your radio when an objective item is taken or secured.



**Demolition objectives** are marked with the dynamite damage icon. You are notified on your radio when dynamite has been planted or disarmed near an objective.



**Checkpoints** and **forward reinforcement position** objectives are designated by flagpoles. Touch the flagpole to raise your team's flag.

## Limbo Menu/Death and Reinforcements

When a player is killed (health is at 0), they have the option to wait for a medic to revive them (unless they have been blown to bits). Otherwise, the player may go into the limbo menu by hitting their Jump key (the default is **SPACE**). While waiting to return to the game, players have the option to change their class or weapon as well as watch their teammates still in the game. At regular reinforcement periods, players return to join the fray again. Players do not reinforce if they are still waiting for a medic to revive them on the battlefield.



**Tips & Tactics** It is best to change your class prior to dying so that you'll be ready to reinforce quickly.





Click on the Objectives tab for a refresher on the goals of your team.

Forward reinforcement positions are represented by flagpoles. To take a reinforcement position you must raise your team flag by touching the flagpole. In the Limbo Menu, players can choose locations to spawn near. The game will pick the closest spawn location from the available spawn points. By default, the game attempts to spawn the player at the most forward position. Some areas can only handle a limited number of reinforcements. When the limit is reached, additional players spawning in will arrive at their default locations.

The defending team will be unable to take certain forward spawn point flagpoles. A defender touching one of these flagpoles will lower the attacking team's flag (if it has been raised), but cannot raise the defending team's flag. Lowering the attacking team's flag will prevent the attacking team from spawning at that forward spawn point, though the defending team will still be unable to spawn there.

### Max Lives

The server may be configured to allow only a maximum number of lives or reinforcements per player. If this is the case, you will see your number of lives on your main HUD, represented by a number next to a helmet. If you use all of your lives, you will see the message No More Respawns This Round and will only spectate until the next round. If this option has been enabled on the server, then as an alternative to meeting all the objectives, your team can win by completely eliminating all the lives of the entire opposing team.



**Wolfenstein Lore** In the full version of Wolfenstein 3D hold down the "M" key as the intro screen displays and you'll go to a jukebox of the game's songs.

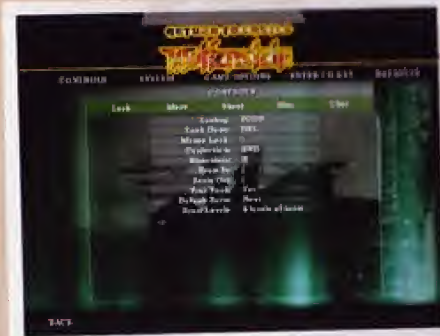
## Multiplayer Options

### Controls Menu

#### LOOK CONTROLS

**Default Zoom:** Sets the default zoom level when using binoculars or scoped weapons.

**Zoom Levels:** Sets how much zoom is available when using binoculars or scoped weapons.



#### MISC CONTROLS

**Open Limbo Menu:** When in game, this will take you to the Character Setup screens.

**Drop Weapon:** Soldiers and Lieutenants can drop their two handed weapon in the game. This will let them pick up other weapons from fallen players.

### Playing as a Team

The key to success in multi-player—no matter which mode you're playing—is teamwork. There's no health or ammo on the maps—what you spawn in with is what you get. If you get low on health, you'll need a medic. If you get low on ammo, you'll need a lieutenant. If you need to blow up or open a door, wall, radar tower, etc. you'll need an engineer. If a machine gun just isn't going to provide enough firepower, you'll need a soldier.



**Tips & Tactics** Make sure you call "Medic" if you're lying on the ground waiting for help. Don't overdo it though. There may not be a medic around who can help.



Teams that work together, employing a combination of classes and weapons, will generally be much more successful than teams that don't. The benefits of having a medic to dispense health and revive downed teammates, a lieutenant to call in air and artillery strikes and dispense ammo, and an engineer to dynamite certain doors or other areas—or to defuse the enemy's dynamite—are huge when teamed with a few well-armed soldiers.

Don't shoot your teammates. Excessive teamkilling will be punished. Everybody slips with the trigger finger once in a while, but do it enough and you'll have a hard time finding places to play. If you are team-killed, you can file a complaint. A player with a set number of complaints will be automatically kicked from the game.

#### CHATTING

Chatting is a great way to work with your team or to taunt your opponents. To send a message everybody on the server can see, press your CHAT button (the default is **T**) and type in whatever you want to say, followed by ENTER. To send a message only to your teammates, press your TEAM CHAT button (the default is **Y**) and type your message followed by ENTER.

Don't mix these up. The results could be disastrous!

#### QUICK CHAT

Quick chat sends default voice messages to your teammates (or, with the Global Quick Chat options, to all players on the server). **Quick Chat messages are the only requests for assistance that are indicated on the compass.** To access the Quick Chats, press your QUICK CHAT button (the default is **V**) and choose from the menu that appears. Quick Chats are available as both numeric and alphabetic commands. Select which you prefer from the Options/Chat menu.

#### ETIQUETTE


When you play multiplayer, you're playing in an online community, and you should follow certain common-sense rules of etiquette—just like you would in any other community. Chief among these is avoiding teamkilling. Aside from that, a simple Sorry or Oops quickchat when you accidentally, say, dust three teammates with a bad airstrike, is a good idea.

Remember also that your teammates aren't there to serve you—they're there to play. Shouting the same quickchat over and over again (Medic! Medic! Medic!) is less, rather than more, likely to yield the result you want.

As a general rule, play the game, be a good sport, don't irritate the other players, and they won't have to call a vote and kick you from the server.

Good luck!



 **Wolfenstein Lore** Following the completion of Wolfenstein 3D id software developed the retail released sequel, Spear of Destiny. Part of the inspiration for the follow up came from the 1977 DC Special: The Untold Origin of the Justice Society. Before the team had finished, the game programming had begun on id's next title, DOOM.



**Tips & Tactics** One well-placed headshot is worth several to the body.